

# Design Document for The Flying Dutchman

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Group Stormrider  
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## Abstract

Abstract.

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### Changelog

*Version 1.0:* Created document.

## Part I

# Design Overview

## 1 Personas

### 1.1 Bartender

Caesar is a 21 years old man, who just finished bartending school. This is the first time ever that he is working at The Flying Dutchman. Although he just finished bartending school, he is also doing academic studies so his work at The Flying Dutchman is not full time. His intention is to work at nights and study daytime in order to finance his studies.

### 1.2 Professor

Bengt is a 53 year old man from Sweden. He is a professor in the field of computer science. He is a very social person who spend a lot of his spare time at The Flying Dutchman where he is on the list of so called VIPs, who have some special privileges over other customers. Bengt enjoys drinking beer and especially trying out rare special beers which may not be available in your local liquor store. Socially, he enjoy talking with students at the bar about their life choices and giving them some valuable advice.

### 1.3 Student

Alice is a 23 year old girl who is an international student from USA that loves to be around people. She enjoys going out partying and wants to do it as often as possible. However, as an international student, she has a very limited budget and thus have to think economically when going out. She really likes being in Sweden and plans on learning the language so that she can settle down there.

### 1.4 Manager

Marie is a 35 year old Swedish woman with great experience as a pub manager. During her twenties, she was a student at Uppsala University, however, studying was not the thing that got the most of her attention but rather spending time and working at nations. She worked so much that she had to take a break from her studies. She never got back from her break but she had figured that she wanted to work full time in bars. This resulted in her applying to The Flying Dutchman where she got employed and it did not take long before she became the manager.

## 2 Scenarios

### 2.1 Student

- Goes to the bar and asks the bartender for the cheapest beer possible. The bartender, who has just started his career, doesn't know the menu and has to search in the system for the cheapest beer. He finds the beer, brings it and gives it to Alice. Alice pays both by cash and by card.
- Alice now wants a second round and orders two beers. This time she tries to pay only by card. But she doesn't have enough money, so the bank rejects the payment. She tells the bartender to remove one beer and tries to pay again. Once again the payment doesn't go through so the bartender cancels the order.

### 2.2 Professor

- He goes to the VIP terminal, logs in and looks at the available beers. So he picks one of his favorite beers, a nice Belgian Ale. He checks that he has enough credit and then checks out. After that, he goes and grabs the beer.
- The professor wants to become a VIP customer. So he goes to the manager and asks to become a VIP. The manager approves and gives Bengt a register code. Bengt goes to the VIP terminal, types in the code and fills in a form with his personal data.
- The professor has used all his credit. He goes to the bartender to refill his credit.

### 2.3 Bartender

- A customer comes and wants to know which beers from "Brewdog" are available at the bar. So Caesar searches for "Brewdog", and the system displays a list of these beers. The customer says what he wants, the bartender selects it and goes to checkout.
- A customer wants a Heineken. Caesar selects Heineken as it is the most common beer and goes to checkout.

### 2.4 Manager

- The system makes a suggestion for the beers to order. And then the manager can edit by adding/subtracting numbers, add a new type of or deleting items. He then approves the order.
- The manager can add a new bartender.
- The manager can add a new regular.

### **3 Requirements specification**

## 4 Prototype

BEER	WINE	LIQUOR		Quick buttons																							
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Heineken			+																								
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			+																								
			+	<div> <div>Card</div> <div>Cash</div> </div>																							
			+																								

Figure 1: Prototype mockup

## 5 UML

### 5.1 Cart component

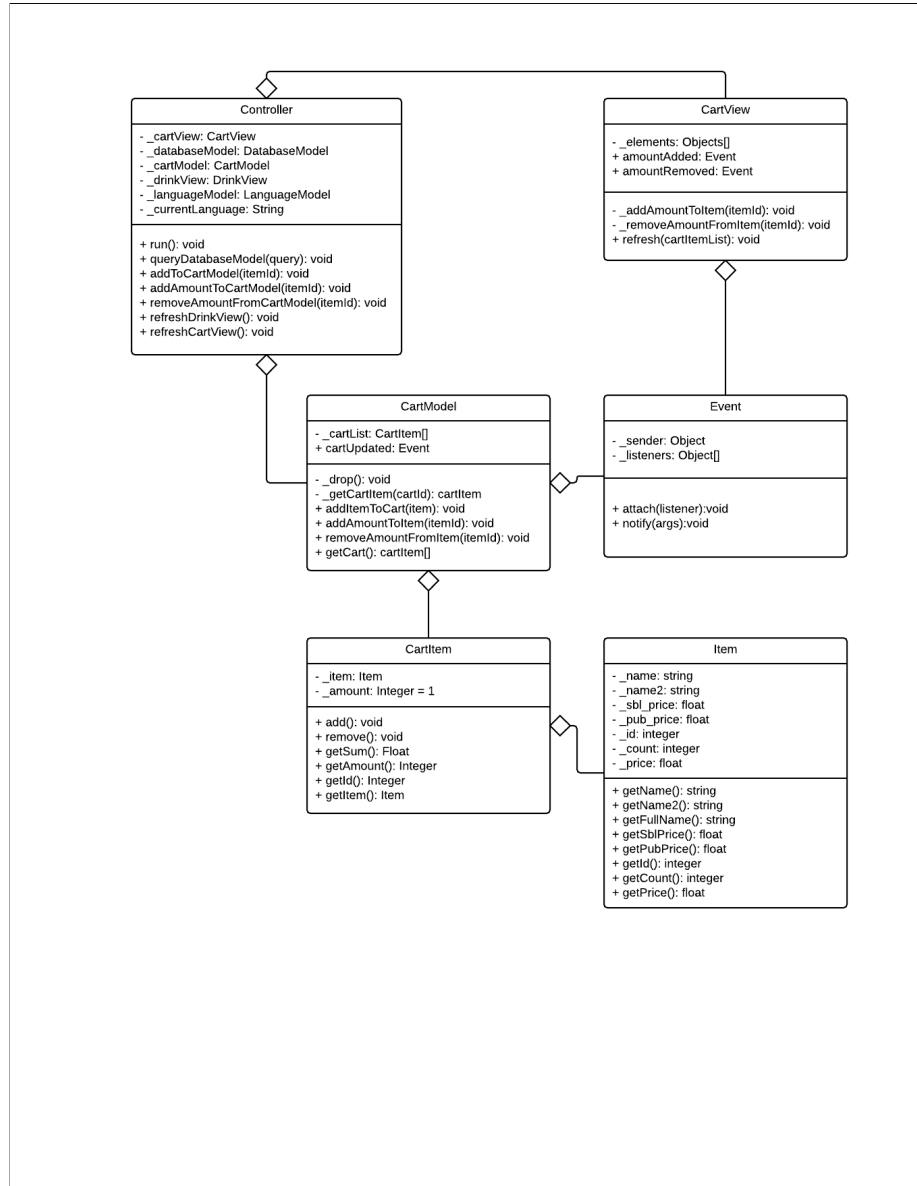


Figure 2: Cart UML



## 5.2 Drink component

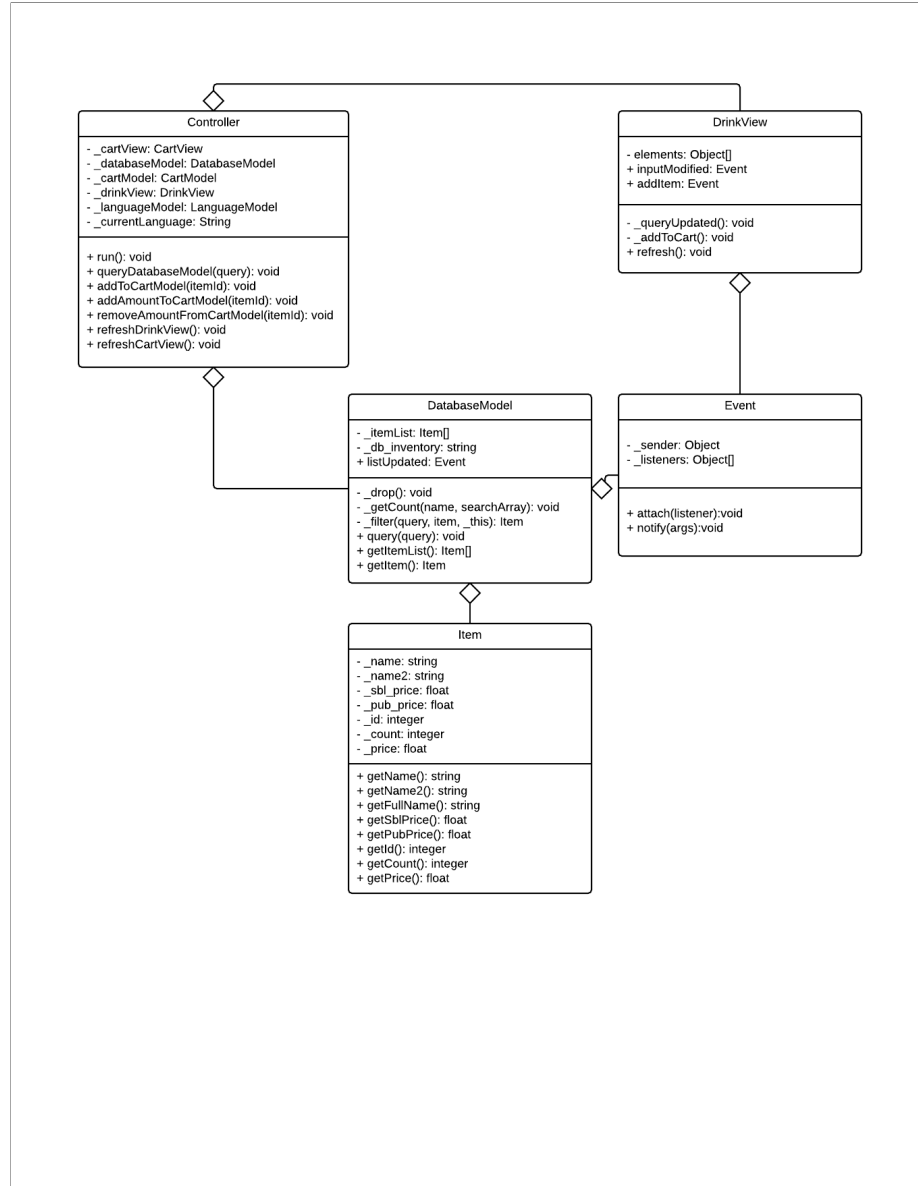


Figure 3: Drink UML

### 5.3 Language component

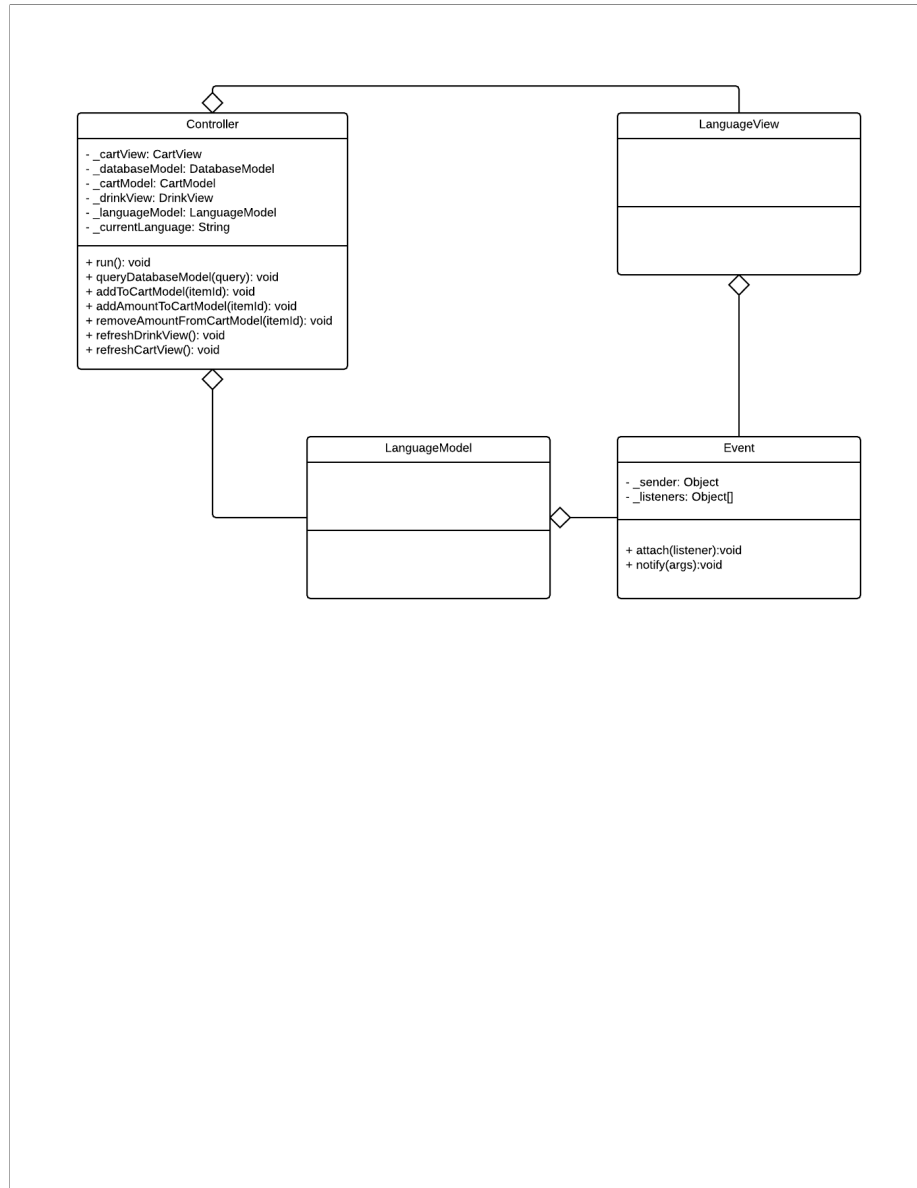


Figure 4: Language UML

## 5.4 Login component

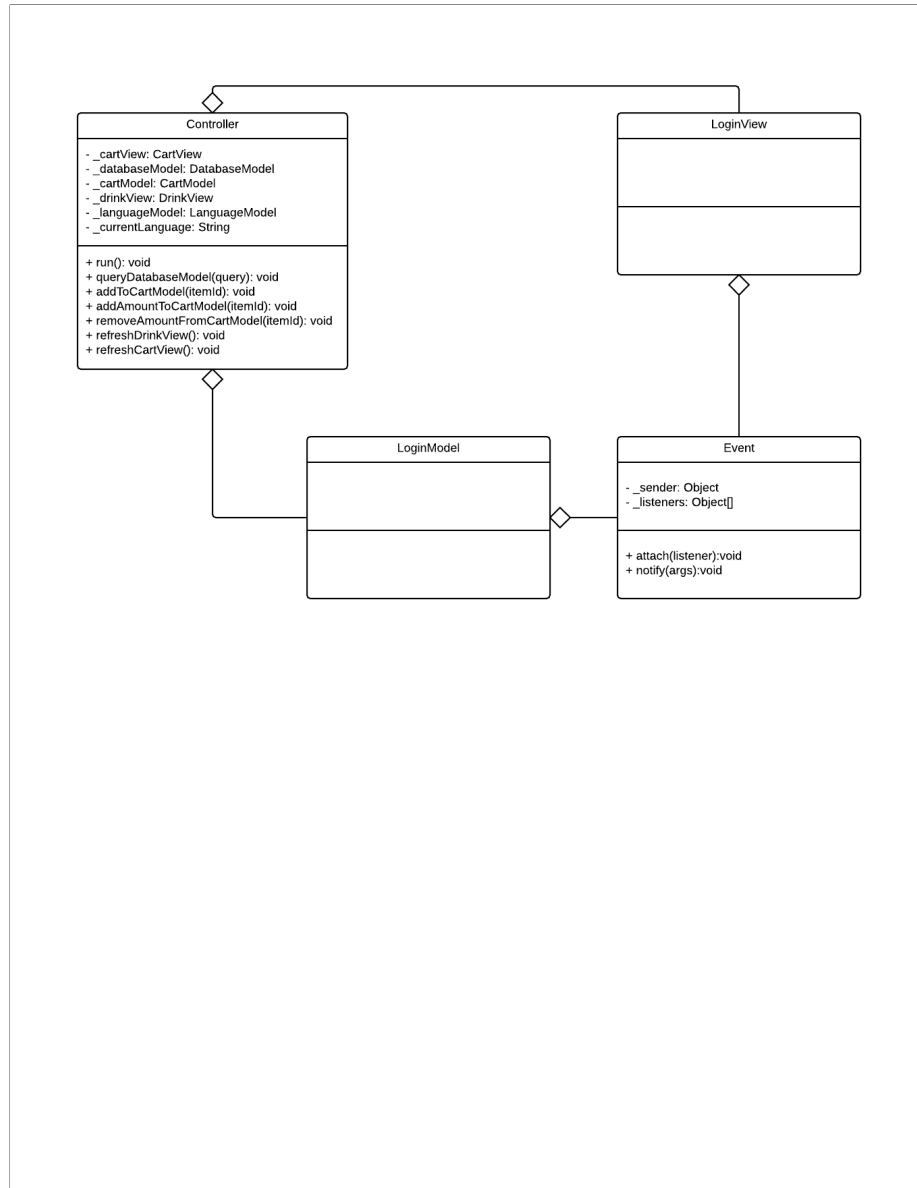


Figure 5: Login UML

## 5.5 Quick component

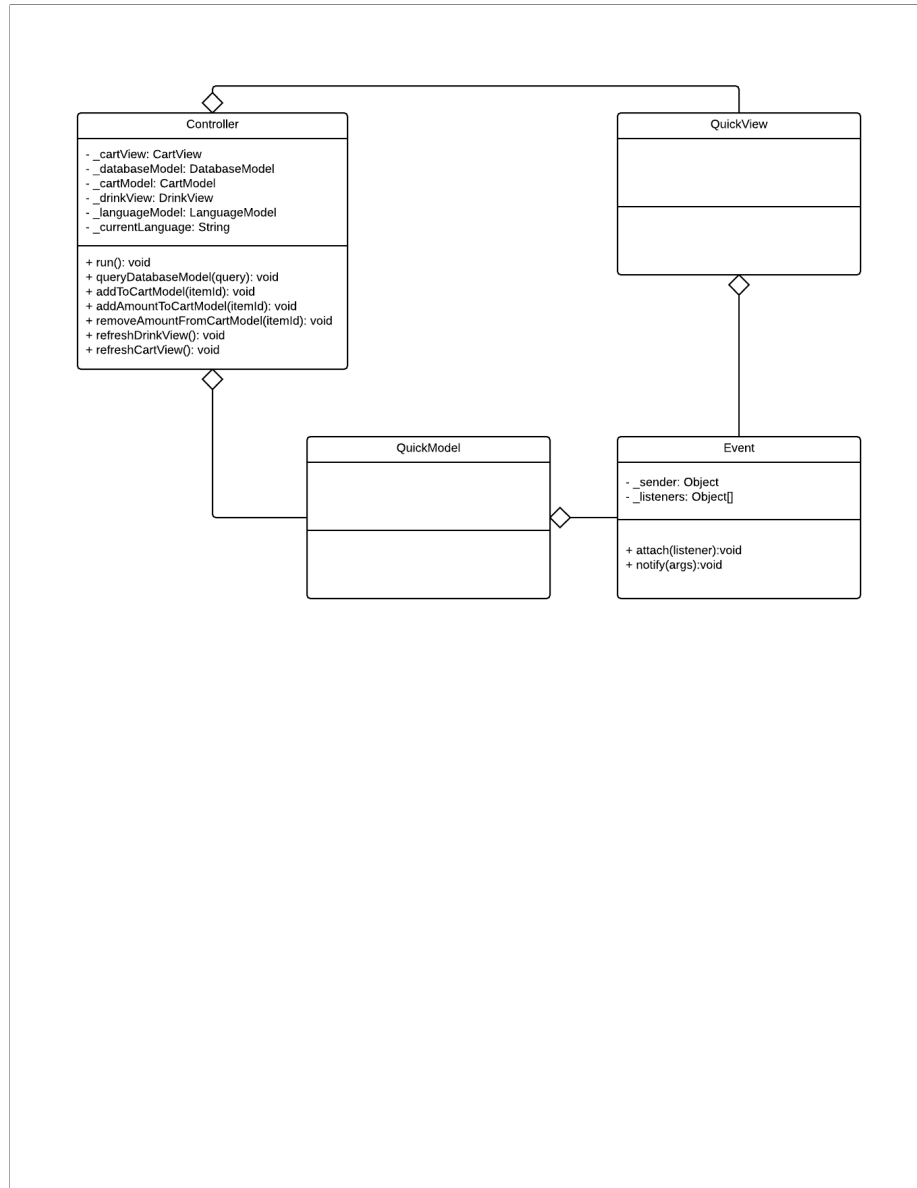


Figure 6: Quick UML

## 6 Database API

### 6.1 admin

#### 6.1.1 inventory\_get

Gives a list of all drinks available in the system.

**Parameters:**

none

**Returns:**

JSON-object:

- type: "inventory\_get"
- payload[]
  - namn
  - namn2
  - sbl\_price
  - pub\_price
  - beer\_id
  - count
  - price

**Usage:**

`http://pub.jamaica-inn.net/fpdb/api.php?username=ervtod&password=ervtod&action=inventory_get`

#### 6.1.2 purchases\_get\_all

Gives a list of all purchases made by all users.

**Parameters:**

none

**Returns:**

JSON-object:

- type: "purchases\_get"
- payload[]
  - namn
  - namn2
  - transaction\_id
  - user\_id
  - beer\_id
  - timestamp
  - price
  - first\_name
  - last\_name
  - username

**Usage:**

`http://pub.jamaica-inn.net/fpdb/api.php?username=ervtod&password=ervtod&action=purchases_get_all`

### 6.1.3 payments\_get\_all

Returns a list of payments made by all users.

**Parameters:**

none

**Returns:**

JSON-object:

- type: "payments\_get\_all"
- payload[]
  - admin\_username
  - timestamp
  - amount
  - admin\_id
  - username
  - first\_name
  - last\_name

**Usage:**

`http://pub.jamaica-inn.net/fpdb/api.php?username=ervtod&password=ervtod&action=payments_get_all`

### 6.1.4 iou\_get\_all

Returns all users and amounts they have at their disposal. For users with a negative balance it means that they have a debt.

**Parameters:**

none

**Returns:**

JSON-object:

- type: "iou\_get\_all"
- payload[]
  - user\_id
  - first\_name
  - last\_name
  - assets

**Usage:**

`http://pub.jamaica-inn.net/fpdb/api.php?username=ervtod&password=ervtod&action=iou_get_all`

### 6.1.5 user\_edit

Updates user information. All user information is required as additional parameters.

**Parameters:**

new\_username  
new\_password  
first\_name  
last\_name  
email  
phone

**Returns:**

JSON-object:

- type: "User user added"
- payload[]

**Usage:**

`http://pub.jamaica-inn.net/fpdb/api.php?username=ervtod&password=ervtod&action=user_edit&new_username=newusername&new_password=newpassword&first_name=firstname&last_name=lastname&email=email&phone=phone`

### 6.1.6 inventory\_append

Updates the number of bottles available in stock and the price for a particular beer. The id of the beer to be updated is required along with its price and current amount of available bottles.

**Parameters:**

beer\_id  
amount  
price

**Returns:**

JSON-object:

- type: "empty"
- payload[]

**Usage:**

`http://pub.jamaica-inn.net/fpdb/api.php?username=ervtod&password=ervtod&action=inventory_append&amount=amount&price=price`

## 6.2 user

### 6.2.1 purchases\_get

Gives a list of all purchases made by the specified user.

**Parameters:**

none

**Returns:**

JSON-object:

- type: "purchases\_get"
- payload[]

- namn
- namn2
- transaction\_id
- user\_id
- beer\_id
- timestamp
- price

**Usage:**

`http://pub.jamaica-inn.net/fpdb/api.php?username=aamsta&password=aamsta&action=purchases_get`

### 6.2.2 purchases\_append

Adds a purchase of one beer to the system for the specified user. The id of the beer purchased beer is a required additional parameter.

**Parameters:**

beer\_id

**Returns:**

JSON-object:

- type: empty
- payload[]

**Usage:**

`http://pub.jamaica-inn.net/fpdb/api.php?username=aamsta&password=aamsta&action=purchases_append&beer_id=beerid`

### 6.2.3 payments\_get

Returns a list of payments made by the specified user.

**Parameters:**

none

**Returns:**

JSON-object:

- type: "payments\_get\_all"
- payload[]
  - transaction\_id
  - user\_id
  - admin\_id
  - amount
  - timestamp

**Usage:**

`http://pub.jamaica-inn.net/fpdb/api.php?username=aamsta&password=aamsta&action=payments_get`



#### 6.2.4 payments\_append

Adds a payment of specified amount to the system for the specified user. The amount is a required additional parameter.

**Parameters:**

amount

**Returns:**

JSON-object:

N/A

**Usage:**

`http://pub.jamaica-inn.net/fpdb/api.php?username=aamsta&password=aamsta&action=payments_append&amount=amount`

#### 6.2.5 iou\_get

Returns the total amount that the specified user has at his disposal for buying beer. A negative balance means that the user has a debt.

**Parameters:**

none

**Returns:**

JSON-object:

- type: "iou\_get"
- payload[]
  - user\_id
  - first\_name
  - last\_name
  - assets

**Usage:**

`http://pub.jamaica-inn.net/fpdb/api.php?username=aamsta&password=aamsta&action=iou_get`

#### 6.2.6 beer\_data\_get

Returns all information available in the system for a specified beer. This includes name, price, alcohol volume, etc. The id of the beer for inquiry is a required additional parameter.

**Parameters:**

beer\_id

**Returns:**

JSON-object:

- type: "beer\_data\_get"
- payload[]
  - nr
  - artikelid
  - varnummer

- namn
- namn2
- prisinkloms
- volymiml
- prisperliter
- saljstart
- slutlev
- varugrupp
- forpackning
- forslutning
- ursprung
- ursprungslandnamn
- producent
- leverantor
- argang
- provadargang
- alkoholhalt
- modul
- sortiment
- ekologisk
- kosher

**Usage:**

`http://pub.jamaica-inn.net/fpdb/api.php?username=aamsta&password=aamsta&action=beer_data_get&beer_id=beerid`

## Part II

# Implementation